

We Claim:

1. An electronic apparatus for playing a casino game comprising:

a display;

a data structure storing data corresponding to the display of game symbols;

a processor to control the display and an input device to prompt the processor

5 for each play of successive hands, when prompted said processor configured to

randomly select and assign game symbol data from said data structure to each

coordinate in a displayed X by Y game matrix and to display said corresponding

symbol;

said processor configured to randomly select 0 - N coordinates for activation;

10 said processor configured to compare selected game symbol combinations

assigned into the game matrix to determine winning or losing combinations, the

activation of any coordinate ignored for the purposes of determining winning or losing

game symbol combinations;

said processor configured to issue an award for obtaining a winning

15 combination; and

said processor configured to issue an on-screen bonus award when a game

symbol designated as a bonus triggering symbol is selected and assigned to an

activated coordinate, issuance of said on-screen bonus de-activating any activated

coordinates; and

20 said processor configured to maintain any activated coordinates active through

said successive hands until said activated coordinates are triggered.

2. The apparatus of claim 1 further comprising said processor configured to identify any activated coordinate.

3. The apparatus of claim 2 further comprising said processor configured to apply to any activated coordinate in the display an activation indicator.

4. The apparatus of claim 3 further comprising said processor configured to control the display to display for successive hand plays said activation indicator with any selected game symbol assigned to the activated coordinate.

5. The apparatus of claim 1 further comprising said data structure including data for each of a plurality of bonus triggering symbols.

6. The apparatus of claim 6 further comprising said data structure storing for at least two bonus triggering symbols different bonus award value data, said processor configured to issue the corresponding award value for the bonus triggering symbol assigned to the activated coordinate.

7. The apparatus of claim 1 further comprising said data structure including data corresponding to a plurality of bonus activators.

8. The apparatus of claim 8 further comprising said data structure storing for at least two bonus triggering symbols different bonus award value data, said processor configured to issue the corresponding award value for the bonus triggering symbol assigned to the activated coordinate.

9. The apparatus of claim 9 further comprising said processor configured to issue an award value according to the following,

Bonus triggering award value/number of active coordinates

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11. The apparatus of claim 1 further comprising said data structure including at least one second bonus symbol data, said processor configured to randomly select and assign one of a game symbol or second bonus symbol from said data structure to each coordinate in a displayed X by Y game matrix, to display any assigned game symbol or second bonus symbol and to issue an award for obtaining a predetermined number and pattern of second bonus symbols.

12. The apparatus of claim 11 comprising said data structure including data corresponding to at least one scatter bonus symbol and said processor configured to issue an award upon obtaining a scatter bonus symbol at a predetermined number of coordinates.

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13. The apparatus of claim 1 comprising said processor configured to select at least two coordinates for activation and assign to each a multiplier, said processor further configured to issue said on-screen bonus based upon the multiplier assigned to the coordinate triggered.

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14. The apparatus of claim 13 comprising said processor limiting the amount of the sum of multipliers for activated coordinates.

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15. An electronic apparatus for playing a casino game comprising:

a video display;

a data structure storing data corresponding to game symbols, at least one symbol designated as a bonus triggering symbol;

20 a processor to control the display and an input device to prompt the processor for each play of successive hands, when prompted said processor configured to

randomly select and assign one of a game or on-screen bonus triggering symbol data from said data structure to each coordinate in a displayed X by Y game matrix, to display any assigned game symbol and bonus triggering symbol and to randomly activate any coordinate for an on-screen bonus, said processor configured to maintain any activated coordinate active through the play of one or successive hands of play until an on-screen bonus is triggered;

enabling one or more pay lines of the matrix;

said processor configured to compare selected game symbol combinations assigned into the game matrix and aligned on any enabled pay line to determine winning or losing combinations, the activation of any coordinate ignored for the purposes of determining winning or losing game symbol combinations;

said processor configured to issue an award for obtaining a winning combination; and

said processor configured to issue an on-screen bonus award when a bonus triggering symbol data is selected and assigned to an activated coordinate.

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16. The apparatus of claim 15 further comprising a bet acceptor for a player to input wagers to enable at least one pay line.

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17. The apparatus of claim 15 comprising said data structure including data corresponding to a plurality of bonus triggering symbols, each bonus triggering symbol assigned a different award value (V), and bonus activators and said processor configured to issue a bonus award according to (V)/number of active coordinates.

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18. The apparatus of claim 15 comprising said processor configured to select at

least two coordinates for activation and assign to each a multiplier, said processor further configured to issue said on-screen bonus based upon the multiplier assigned to the coordinate triggered.

19. A method for playing a series of game hands on an electronic gaming apparatus of the type having a display and a computer processor to control the display, the method comprising:

storing in a data structure data corresponding to game symbols, at least one defining an on-screen one bonus triggering symbol;

the player prompting play of a game hand;

the processor in response to prompting of play selecting and assigning one of a game symbol or on-screen bonus triggering data from said data structure to each coordinate in a displayed X by Y game matrix and displaying in each corresponding coordinate any assigned game symbol and bonus triggering symbol;

configuring said processor to randomly select 0 - N coordinates for activation, said processor maintaining any activated coordinate active through the play of successive hands of play until a bonus is triggered and deactivating the coordinate when a bonus is triggered;

comparing selected game symbol combinations assigned into the game matrix to determine winning or losing combinations, the activation of any coordinate ignored for the purposes of determining winning or losing game symbol combinations;

issuing an award for obtaining a winning combination; and

issuing a bonus award when a bonus triggering symbol is selected and assigned

to an activated coordinate.

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20. The method of claim 19 comprising storing data corresponding to a plurality of bonus triggering symbols, each bonus triggering symbol assigned a different award value (V) and issuing a bonus award according to (V)/number of active coordinates.

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21. The method of claim 19 comprising said processor selecting at least two
5 coordinates for activation and assigning to each a multiplier, said processor further configured to issue said on-screen bonus based upon the multiplier assigned to the coordinate triggered.

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22. The method of claim 19 comprising the player making a wager to enable at least one pay line for the game matrix and the processor comparing selected game symbol combinations on each enabled pay line to determine winning or losing combinations,
10 and issuing an on-screen bonus award where a triggering symbol is selected and assigned to an activated coordinate on an enable pay line.